

# PEDESTRIAN PLAYER PIECES

Resident Evil 3  
TTRPG Miniatures



# VEHICLE PLAYER PIECES

# NORMAL DICE SETS

The Standard rules would be for a set of 5 Normal 6 Sided Dice to be rolled at the start of a Players turn to decide the “Set Number of Steps”. Below are some Examples of different Dice Aesthetics.



## DICE DRAGONS



Sorceress - Slick Black with Red Numbers



Void - Slick Black with White Numbers



# POLYHEDRAL DICE SETS

Mechanics for how the Dice will Determine the “Set Number of Steps” for each turn is still uncertain. The game will need to be tested to decide what works best, but the following are some possible ideas....

\*Mainly only the D20 and/or the D12 would be used.

\*Maybe the 4 faced die could determine a multiplier or the number of rolls of 1 large dice.

\*Maybe have a set dice type for each gang member making more expensive Recruits have a better Dice....

\*Also, Maybe rework the Battle Phase System to be more Dice Related but will need to test game as is first....

## DICE DRAGONS Polyhedral Die Set

Resin -Black I



Black Skull



Runic



Blood Splatter



Crimson Cascade



Tiamat Red  
Hollow Dragon

